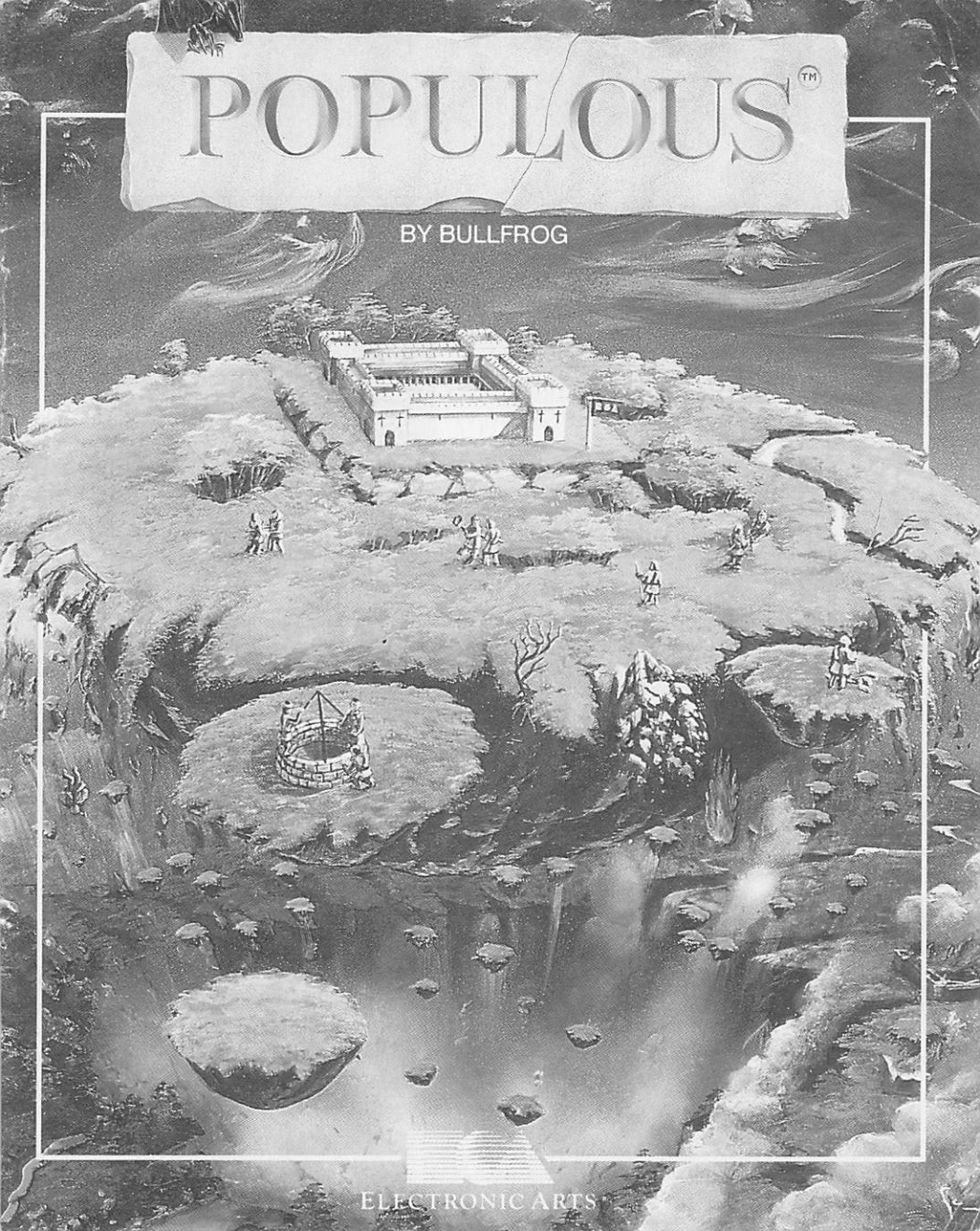
POPULOUS™

BY BULLFROG



ELECTRONIC ARTS

Bullfrog Biography.

Peter Molyneux
Peter is the backbone of the programming team and is an all round good egg. He masterminds the innovative technology used in most of our games and keeps track of all the projects currently on the boil. Peter's main interest is in the strategy aspects of our games and has spent a long time building up a large library of routines for use in our planned range of strategically based games.

Glenn Corpes
Glenn is our resident Graphics and Atari specialist who originally joined our company to head our graphics team, but who now refuses to do any graphics because he prefers programming. Glenn's attitude to work is to treat all suggested improvements to the game on hand as totally impossible until nobody is looking. Then he sneaks away and does it.

Les Edgar
Les takes care of all the boring jobs that have to be done in the company, like getting up in the morning and writing out the pay cheques. It is his job to keep the Team topped up with enthusiasm and can often be heard to say "Isn't that bloody thing finished yet ?" Les's main interest in the company is the bringing together of all the different parts that go to make a brilliant game.

Kevin Donkin
Kevin programmes computers. He's only happy when he is at a keyboard. Sometimes we have to drag him bodily away from cash dispenser machines. Kevin has done a lot of the unseen coding in our products, that's the stuff he tells us he's done but can never find.

Andy Jones
Andy does a lot of our graphics work, like creating impossible levels and strange looking characters. These are generally based on hallucinations he has while listening to incredibly loud Heavy Metal music. Andy's main interest is to add small details to the graphics side of the games and to spend a lot of time testing out new ideas as they pour forth from the Team.

Sean Cooper
Sean does all of our beta testing, he's the person who takes the stick for finding any bugs that may have slipped past the Team.

Dave Hanlon
Dave writes most of the music for our games and complains when we only allow him 256 bytes to put it in. Dave has been a musician for several years and uses a complex Amiga setup to produce his excellent results.

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Introduction

As a Divine Being...

you have a group of followers from whom you derive your power. The more followers you have and the greater their achievements, the more power you wield. Unfortunately, there is another group of people who follow a different deity. Since there's barely enough room in the world for your own magnificence, two won't do. You must rid the world of the opposition. To do this, you will use your great power to move the earth and your devout followers to crush the misguided.

Tutorial — A predefined game that allows you to test out your various powers.

Conquest — Conquest consists of nearly 500 fixed worlds, with each world getting progressively harder. You'll start on Genesis. Once you've defeated the opposition, you're given the name of a more challenging world. The next world you go to depends on the final score in your previous game. The higher the score, the more difficult a world you're given (to match your skills). You must defeat your opponent in a world before you can advance to the next one.

Choose from START GAME to start the game or NEW GAME to enter the name of a new world. When you play in Conquest mode, you're always the Good supreme being. Before you enter each world, you'll get a briefing on the world's landscape, your enemy, and other helpful game information.

Note: You cannot change any game play options or use paint map in conquest mode.

Custom — The custom game lets you modify over 60 game parameters, design your own worlds and even play against another human opponent on another computer via modem or datalink cable.

Tutorial Mode

See the centre pages of this manual for icon definitions.

In the top left corner of the screen you have the Book of Worlds, this is a small map of the entire world that you are fighting over. The small black and white cross shows you where the centre of the Closeup map is. You will find that the cross is currently in the top corner of the map. Click on the Book of Worlds to move the closeup map directly to that point, this is the quickest way of moving around. Look for the blue dots, these are your people. Using the left mouse button click on one of the 8 directional arrows and scroll the closeup map around .

Using the Zoom to Leader icon you will find that the closeup map is centred on your leader, the one carrying the Ankh. The leader is vital to the control of your people, as he is the only Walker that you can directly advise and control. Using the Zoom to Leader icon is very important to your ability to move quickly around the map and for your monitoring of the progress of your people.

Next you should locate the Evil leader, use the map and look around the middle left side, you will see some red dots, these are the Evil walkers. The Evil leader carries the small skull with him.

Zoom to your leader, click on the Query icon and then click on your leader with the top left corner of the shield. This shows the strength of your leader in the two bars in the bottom right corner of the large information shield. See the Query section about shields for more details. Now find the Evil leader, place and leave the shield on him. This allows you to see how strong he is and also to watch what he gets up to.

Click on the Raise and Lower Land icon, then zoom to your leader and see what's happening. Then click on the Zoom to Shield icon, this now allows you to find and trace the Evil leader. Zoom to your leader again.

Unpause the game by clicking on the Pause icon, your leader and people will now walk about until they find some flat land to build on. As soon as they find it they will build a house. The type of house depends upon the area of surrounding flat land that can support the building. The small huts can be supported by 1 or 2 areas of land whereas a castle requires large areas of land to support it.

Click on the Raise and Lower Land icon; this gives you a hand pointer. Place the pointer in the closeup map near to your leader, so that the small black and

white cross is at the top of an angular piece of land, then click the right mouse button to remove that lump of land. This is the standard mode that you play the game in, you raise with the left button and lower with the right button. Raise and lower land so that areas of flat land appear, on to which your people can settle.

You should now have mastered the basic techniques needed to play the game.

Zoom to shield and see what the Evil leader is doing, the Evil people will be building flat land and building bigger houses. These are exactly the things that you should do to expand your domain. Click on the Place Papal Magnet icon, this now gives you a small Ankh cursor with a small black and white cross, place the cross in the bottom corner of an Evil building and click the left button. This will place your Papal Magnet in that building. Click on the Go To Papal Magnet mode, your people will now walk towards your leader and your leader will walk towards the Papal Magnet.

Scroll the closeup map so that you can watch your leader as he walks towards the Papal Magnet, people should walk to your leader and join up with him. When he gets about half way to the Evil lands, click on the Settle mode icon, he should now build a house on the nearest flat land, as should all your other people. Raise and lower land so that there are a number of buildings on the screen. Try and make at least one of them into a round tower or castle, make sure that the leader is in a castle. The leader is in the building with the Ankh next to it.

Check that the pointer by the Manna Bar is past the Knight icon, if it is, then click on the Knight Divine Intervention icon, however if it isn't then you must wait until the pointer reaches that point. Continue if it is not past the Quake icon. When you knight your leader, you turn him and the building he is in, into a free spirit fighting force. Your knight is not under your control and will not follow the instructions that the rest of your people do. As you create a knight you will find that the Papal Magnet is moved to the point at which your leader was knighted, this is the same effect as when your leader is killed. Click on the Go To Papal Magnet mode so that your people will go to the magnet and create a new leader.

Zoom to Knight, to find out where your knight is. You should find that he has walked off towards the Evil people and may have started attacking them. Follow your knight and see what destruction he causes to the buildings. When a knight destroys a house he also destroys the land that surrounds it; this is shown by the darker patchwork land that appears after the knight has been through.

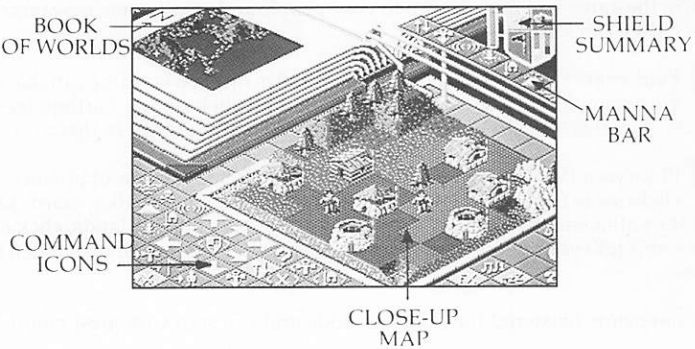
Go into Settle Mode so that your people start expanding their lands, click on the Book of Worlds, find some of your people and create land for them so that they continue to thrive and build houses. This is a vital part of every game. You must make sure that your people are supplied with flat land to build on. Every now and then in the game you must return to your people and create some new terrain on to which they can settle.

Find an area in the Evil land that is covered in nice red buildings, make sure that you have this in the closeup map and then click on the Earthquake special effects icon, this will shake the ground and destroy buildings in that area.

Place your Papal Magnet in the Evil lands, preferably in one of his houses. Then click on Go to Papal Magnet mode so that your people walk towards his lands and start attacking his people. When your people get into his lands, click on Fight mode; this tells your people to attack any enemy that they can find and then to build houses.

You have now mastered the Tutorial Mode and can start Conquest mode.

Game Play Screen



This screen contains all the controls you'll need to impose dominion over any world. The screen is divided up into five parts: Book of Worlds, Closeup Map, Manna Bar, Information Shield, and Command Icons.

Book of Worlds: This shows you the entire world you're in. The crosshair shows you where you're currently viewing. The red dots are the Evil walkers and the dark grey dots are Evil settlements. The blue dots are the Good walkers and the white dots are Good settlements. Light grey dots are rocks. Click on any spot on the Book of Worlds to bring up the immediate area on the Closeup Map.

Closeup Map: This is the area of the world you can directly influence using your Command Icons: add or remove layers of terrain, invoke a catastrophe, guide your followers, etc. See the "Closeup Map" section for details on what you'll see on this map.

Manna Bar: The Manna Bar shows a series of icons; these icons are your Divine Intervention Icons. The Raise and Lower land icon on the far left requires the least manna to do, while Armageddon on the far right requires the most. The arrow next to the Manna Bar marks what Divine Intervention Icons you can use: you have the power to invoke any command to the *left* of the marker. The more manna you gather,

the farther the marker will move right, and the more commands you can execute.

Shield Summary: The shield gives information on the current size of the two populations and the status of the shield bearer. See "Query" in the *Command Icons* section for complete details.

Command Icons: These icons control game play. See the *Command Icons* section for complete details.

Closeup Map

Here are the things you'll see on your Closeup Map:

Papal Magnet. The Papal Magnet is your sacred symbol. If you're Evil the Papal Magnet is a Skull, if you're Good it's an Ankh. The Papal Magnet is the focus point through which you control your leader and walkers.

People. There are three types of people in Populous. To find out the status of a character, use the "Query" Command Icon.

Walkers: Walkers are your primary population. Walkers do whatever you tell them: follow the leader and Papal Magnet, fight the enemy, settle in an area, etc. Use the Influence Behaviour Commands (described in the *Command Icons* section) to tell them what to do. Any time two of your walkers bump into each other, they combine to make one stronger walker. The strength of the walker depends on the number of members in the group and the weapons that they use. As the game progresses walkers will become more intelligent.

Leader: You can only have one leader in existence at a time. This is the first person who touches the papal magnet. Think of him as a High Priest. You always start a game with a leader.

Knight: If you have enough manna, you can turn your leader into a knight. Knights are fighting machines. They look for the enemy walkers or settlements, kill people and burn down settlements. The knight will continue to systematically destroy the enemy until he has been killed. You can have as many knights as you have the manna to make, though they may join together to form a single stronger knight.

Miniature Papal Magnet. A miniature Papal Magnet is always attached to your leader so that you can identify him.

Settlements. Settlements range from primitive huts to intricate castles. Castles are erected in areas of 5x5 or more contiguous fields. Once a walker settles he builds the largest settlement he can, determined by the proportion of that 5x5 land which is flat. Castles increase your population the fastest but they also take longest to fill. Walkers, your ever-important pioneers, will not emerge from a settlement until it is full (use the "Query" Command Icon to determine the size of the population in a settlement). As long as walkers do not emerge, you will have nobody searching for new flat lands to settle on (and proliferate!). There are good and bad points to having a large settlement as there are for small settlements. As an omnipotent being, you must decide upon your strategy and decide which is the best move to make.

Terrain. Terrain varies from world to world. Games take place on worlds that range from hot deserts to ice masses, with each terrain type affecting the game in different ways. i.e. Walkers die faster in the desert, on Ice worlds population increases more slowly and there are no technology levels.

Command Icons

To turn a command on or off, click on the icon. When a command is on, the square is highlighted.

Game Control Icons

These commands let you set general game play information.

Sound Effects
Turns the sound effects on or off.

Music
Turns the music on or off.

Pause
Turns the game pause on or off.

Game Setup
Click on this icon to bring up your game play options. Next to each of the following options is a square button. Click on the button to turn it on or off.

☐ When the button is out, the option is off.
☐ When the button is in, the option is on.

One Player Play against the computer.

Two Players Play against another player via modem or Datalink. See the "Two Player Game" section for complete details.

Play Game Select this and then click on OK to resume the game.

Paint Map Select this and then click on OK to use paint map mode. When you use this option, the game pauses. Here are the keys you can use in paint mode:

<F1>	Place Good walker.
<F2>	Place Evil walker.
<F3>	Place tree or plant; press <F3> again on the same spot to cycle through the selection of trees and plants.
<F4>	Place rocks; press <F4> again on the same spot to cycle through the selection of rocks.
<F5>	Remove an object or person from the screen.
<F6>	Increase manna for Good.
<F7>	Increase manna for Evil.
<F8>	Mirror the landscape (make symmetrical).
<Del>	Clear the landscape of all terrain.
<Shift>-<F1>	Place Good leader
<Shift>-<F2>	Place Evil leader
<Shift>-<F6>	Lower manna for Good
<Shift>-<F7>	Lower manna for Evil
<1-4>	Select the landscape types

Good You control the good guys.

Evil You control the bad guys.

Human vs Computer You play against the computer.

Computer vs Computer To watch the computer battle itself, choose this. You still must choose a side; this is the side whose actions you'll view in detail. Although the computer is set to fight itself, you can intervene at any time. Just issue a command the same way you would in a regular

game. The computer moves pretty fast, so don't be surprised if you move the papal magnet and the computer immediately moves it somewhere else.

Conquest Play the conquest game. This brings up the World to Conquer requester. Click on Start Game to accept the world described or click on New Game, type in another name and then press Return.

Custom Play a custom game. Choose this if you want to create your own maps or experiment with the various options. Set the options you want and then click OK.

Game Options This brings up a requester with five options. The options you choose affect *both* players:

Water is fatal. Fatal automatically kills everything that falls in the water. With this option off, you have the opportunity to save people.

Swamps Shallow. A person falling into a shallow swamp dies and the swamp disappears. Bottomless swamps don't disappear after someone falls into them.

Cannot build. Neither side can raise or lower a thing. This overrides the two other build options.

Build up and down. Build up and down lets you build and remove terrain. If you turn this off, you can only add terrain.

Build near people/towns. Determines if you can change the landscape when there is a person on the screen or if you must have the flag from a town on the Closeup Map in order to change the landscape.

Save a Game This brings up a save game requester, this will catalogue the disk and list any saved games. Click in the File Name box and type in the file name followed by return or click on the name in the catalogue list. Click on the Save box to save the game to disk. If you are using a second drive or want to use a directory other than the root directory then click in the Directory box and type in the details i.e. df1: or b:, this will then recatalogue the relevant disk.

Load a Game This brings up a load game requester, this will catalogue the disk and list any saved games. Click in the File Name box and type in the file name followed by return or click on the name in the catalogue list. Click

on the Load box to load the game from disk. If you are using a second drive or want to use a directory other than the root directory then click in the Directory box and type in the details i.e. df1: or b:, this will then re-catalogue the relevant disk.

Move to Next Map This brings up a random map that you and your opponent can fight over. The map is unrelated to those in your Conquest series. Selecting this option while in conquest mode is equivalent to selecting Restart this Map.

Restart this Map This starts the game all over again for the current map; any alterations that you've made will not appear.

Surrender this Game In Conquest mode, this lets you surrender the game; you will have to replay in this world again before you can continue to the next world. In all other modes, it lets you quit the game and go to a new world.

Game Balance

Click on this icon with the left mouse button to bring up your options. Click on it with the right mouse button to bring up your opponents options. You can make each of the following available or unavailable by clicking on the square next to it:

- ☐ Can modify Land
- ☐ Can attack Towns
- ☐ Can attack Leader
- ☐ Can use Earthquakes
- ☐ Can use Swamp
- ☐ Can use Knight
- ☐ Can use Volcano
- ☐ Can use Flood
- ☐ Can use Armageddon

At the bottom of the screen are the settings for Aggression and Rate. Click anywhere inside the bar to set the level.

Aggression. The higher the setting, the more the computer will attempt to invade your land. Aggression has no effect on a human player since you obviously can't dictate how aggressively he or she will play.

Rate. Sets the rate that new population is added to settlements. The faster the setting, the faster a computer opponent will gain manna and proliferate. The computer may seem almost impossible to beat when this is set to maximum.

Click on OK to accept these options and to continue with the game.
Note : In conquest mode you cannot alter any of the above.

Message
If you're playing a two player game, either by modem or Datalink, then choosing this icon will bring up a requester. Type in the message you would like to send to the other player (up to a maximum of 20 characters) and press <Return>. A similar requester containing the message will appear on your opponent's screen. See the "Two Player Game" section for more details on playing against a human opponent.

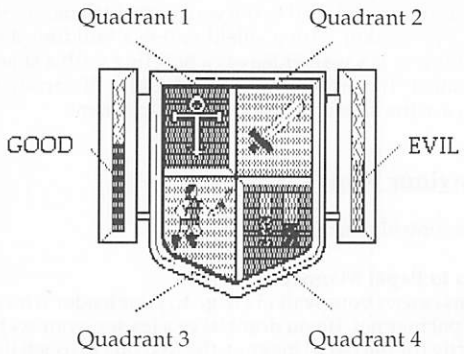
Direction and Object Icons

These icons let you control the movement of your Closeup Map and find out information on that map.

Direction Icons
Press any of the direction icons to move the Closeup Map one point in that direction. You can use your numeric keypad in place of the direction icons, but the keypad is slower.

Query
Selecting this turns your cursor into a shield; use the shield to find out information about people or settlements.

Using the top left corner of the shield, point at a person or at a flag flying by a settlement and then press the left mouse button, this is then the shield bearer. The Information Shield now fills with the following information on the person or settlement:



Quadrant 1: This shows which side this information is for: Ankh for Good, Skull for Evil.

Quadrant 2: The more primitive the settlement, the more primitive the weapon. Fists and clubs are primitive, while crossbows and swords are more advanced.

Quadrant 3: This is the subject that the shield is attached to.

Quadrant 4: The information here depends on the subject. If you're viewing a settlement, the left bar (yellow) represents the size/strength and defensive value compared to a full castle. The green bar shows how close this building is to turfing out a new walker.

When you're looking at a walker, the bars represent the strength of the walker. There are three bars representing a walker's strength, only 2 of these bars are shown at any time. When the right-hand orange bar fills up, one small notch appears on the left-hand side orange bar and the right-hand side bar disappears. When both the orange bars fill up the display switches to show you a yellow bar and an orange bar, these work in a similar manner except they are higher values. A walker with a full yellow and orange bar is very tough.

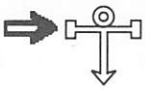
When you are looking at someone in combat the bars show the relative strengths of the two combatants.

The larger blue and red bars next to the shield represent the populations, the higher the level, the more populous you are.

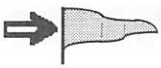
The small shield icon stays attached to the walker or settlement to remind you what you're looking at. If a walker with a shield enters a building then the shield will transfer to that building. If a walker leaves a building with a shield, the shield will transfer to that walker. If a walker dies the shield will vanish, unless he dies in combat in which case the shield transfers to his opponent.

Influence Behaviour Icons

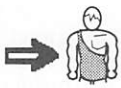
Use these icons to control your followers.



Go to Papal Magnet
This causes your walkers to go to your leader who in turn goes to the papal magnet. If you don't have a leader, your walkers will head directly for the papal magnet; the first one to touch it will become your new leader. It is worth noting that people will not touch the papal magnet unless they are in this mode, however close they walk to it.



Settle
This commands your walkers to look for unsettled flat land, preferably unexplored. Once there, a walker will build the largest settlement he can.

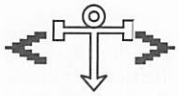


Gather Together
This makes your walkers look for other walkers or settlements. When a walker bumps into another walker, they turn into a single, stronger walker. If they can't find anything to join they will settle.

Fight
Tells your walkers to look for enemies to attack. If no enemies are in the vicinity , the walker will just settle.

Zoom Icons

These commands let you go straight to a particular place on the map. Each time you zoom to a new subject, the Information Shield will show a summary of that subject, for about three seconds. After that, the Information Shield will go back to showing information for the *shield bearer* (that's the person or settlement that *you* put the shield on by using the "Query" Command Icon). If you don't have a shield bearer, the Information Shield will be blank.



Zoom to Leader or Papal Magnet
Click on this icon with the left button to show your leader on the Closeup Map. If you have no leader, you'll go to the papal magnet instead.

Press the right mouse button to go to your papal magnet on the Closeup Map.

Zoom to Knight or Settlements
Press the left mouse button to show your knight on the Closeup Map. If you have more than one knight, press the left mouse button repeatedly to cycle through all of your available knights. If you have no knights, nothing will happen.

Press the right mouse button to repeatedly cycle through each of your settlements.

Zoom to Battle
Each press of the left mouse button will cycle through each battle. If there are no battles taking place, nothing will happen.

Zoom to Shield
Press the left mouse button to show the shield bearer. Nothing will happen if you haven't assigned the shield to a person or settlement. To assign the shield on a walker or settlement, use the "Query" Command Icon.

Divine Intervention Icons

These are the same items that are on your Manna Bar. The ones you can execute depend on the amount of manna you have; you can perform any divine intervention that is to the left of the arrow marker.

It is very important to note that each of these actions require the expenditure of manna to perform and that the pointer on the manna bar will move to the left as you perform these actions.
Each of the following options are available unless turned off under Game Setup.

Raise and Lower Land

This is the default mode. Place the hand anywhere on the Closeup Map and press the left mouse button to raise the land under the floating cross and the right mouse button to lower the land. You must have a walker or a settlement (depending on which you chose under Game Setup) on the Closeup Map for this to work.

Place Papal Magnet

This lets you place your Papal Magnet (an Ankh for Good or a Skull for Evil) anywhere on the Map. The Papal Magnet acts as a beacon for your followers.

Click on the Place Papal Magnet Icon and then click anywhere on the Closeup Map to plant it. To replant the Papal Magnet, click on the Place Papal Magnet Icon and click on any new location; the Papal Magnet will move to the new location.

You must have a leader to relocate the Papal Magnet. You start the game with a leader, but if he dies, the first person to touch the Papal Magnet becomes your leader.

If your leader dies or is knighted, the Papal Magnet moves to the spot where this happened.

Earthquake

This causes the area in the Closeup Map to be randomly shaken up, destroying buildings and drowning people caught up in its effects. Be sure not to earthquake your own people or settlements.

Swamp

This creates a swamp in any flat area (it won't work on a hill). Anyone falling into the swamp will drown. If you selected the "swamps bottomless" option, the swamp will remain after it swallows somebody; the only way to get rid of it is to bury it by raising the land, or dig it out by lowering the land. If you don't select the bottomless option, the swamp will disappear once someone has fallen into it.

Knight

This causes your leader to be knighted. As a knight, he will look for the enemy, kill them, burn down settlements and destroy their crop fields. The knight will systematically destroy the enemy until he has been killed. Remember, when you knight a leader, you no longer have a leader, which

is why the Papal Magnet jumps to the knight. Have a walker touch the Papal Magnet to make a new leader.

You can have as many knights as you have the manna to make.

Volcano
This causes the area in the Closeup Map to be raised up to a considerable height, destroying all buildings and creating rocks over the affected area. It requires a great deal of time and manna to repair the effects of a volcano. In order to get rid of rocks, you must remove the terrain until you get down to water; then you can rebuild.

Flood
Raises the sea level by one over the entire landscape. If water is set to fatal, everything caught in the deluge will die. If not, you have the chance to work quickly to save your drowning population.

Armageddon
Both Papal Magnets are moved to the centre of the world and both populations uproot their homes and head to the Magnets, building land if necessary to cross water. Once there, they fight to the last.

Once you select Armageddon, you cannot alter the flow of events in any way, so make sure your population heavily outnumbers your enemies before invoking this command.

Combat

Since you don't directly control your people, there's not much you can do in the way of instigating or controlling a fight. As an instigator you can select the "Fight" Icon; your people will look for enemies they can attack before settling. Alternatively you can direct your troops to the Papal Magnet which is strategically placed in an enemy settlement.

When your people enter combat, they'll fight until their strength bar (in quadrant 4 of the Information Shield) is completely drained; at that point they die. The "Gather Together" Icon is a good command to use to make your people stronger. It tells people to combine to create a single, stronger person who will stand up longer in battle.

When you win a game in Conquest mode, you will see the Demonic presence who informs you of your status and the name of the next world to conquer.

Divine Tips

To reach the goal of ultimate ruler in this game, you'll want to do two things: build your population and chip away at the enemy's population. This section has tips that can help you reach ultimate rule.

Spread out. You can't divide and conquer if your followers are content with hanging out in their huts all day. They need to keep building and moving. Use the commands under Influence Behaviour Icons to control your people.

Work the earth. Terrain affects the people's ability to build and flourish. The flatter the land is, the easier it is to build on. You'll want to smooth the area where your people are trying to settle and ruin the land your enemy is trying to use.

Settlements: Big vs Small. Big settlements take more time to build and populate. If you're in desperate need of power, you won't want to spend your manna in the construction industry. Big settlements, however, have a higher defence value and higher technology level; a big plus when the enemy is crawling into your territory. For a large settlement, you need flat land that's clear of objects.

Small settlements are quicker to erect and populate. Having small villages lets you spread over a wider area faster. Unfortunately, huts are easier to conquer than fortresses. To have small settlements, don't make the area completely flat or object free.

Here are some of the tactics that we use: The M1 method, The Population Pressure Principle, Zen and the Norfolk Broads, Swamp Fever, Swamp Platforms, Soggy Mountain Blues and finally The Delayed Leader strategy.

Two Player Game

There are two ways to play against a human opponent: using a modem to connect to a remote player, or by using a null modem cable to connect the serial ports of two computers (this is "datalink mode").
To play in two player mode, both players will need original copies of Populous.

Connecting in Datalink Mode

1. Get a null modem cable. You can probably find one from your local computer store.
2. Disconnect both machines from their power supply.
3. Connect the cable between the serial ports of the two computers.
4. Reconnect the power supply to both machines.
5. Boot the game on both machines and select Custom Mode. When the main game screen appears, click on the Game Setup icon and then click on Two Players to bring up the Startup Serial requester.
6. The default baud rate is 9600. If you want to use a different baud rate for the two computers, click on the Baud rate text box; a flashing cursor should appear. Backspace over 9600, enter a new baud rate (do not use commas), and press <Return>. The baud rate must be the same for each computer.
7. Now go to Starting the two player game.

Connecting Modems in Voice Mode

If you *and* your opponent can plug phones into your modem, then you can connect in voice mode.

1. Disconnect both machines from their power supply.
2. Connect the modem's serial cable to the computer. Then connect the modem to the phone line; your phone should be connected to the modem.
3. Call your friend on the phone and boot the game on both machines, both players should Select Custom Mode.
4. When the main game screen appears, click on the Game Setup icon and then click on Two Players. You'll see the Startup Serial requester. Click on the button next to "Datalink" and it will change to "Modem."
5. Next choose who is going to play good and evil, see Starting the Two Player Game below.
6. You will see a text input box above Baud Rate that says "Send Login." You will also see a new button that says "Full serial checking."
7. The default baud rate is 9600. To enter a different baud rate for the two modems, click on the baud rate text box; a flashing cursor should appear. Backspace over 9600, enter a new baud rate (do not use commas), and press <Return>. The baud rate must be the same for both modems. For identical modems, use the fastest

baud rate possible. For two different modems, determine the highest baud rate for both modems; then choose the *lower* value of the two. The typical baud rates are 300, 1200, and 2400. See your modem manual for details on baud rates.

8. Establish a data connection between the two computers (if you're in normal talk mode on the telephone), by clicking in the Send Login box.
9. *One* player should type ATD and press <Return>. The other player should then type ATA in his Send Login box and press <Return>.This will cause the modem to send a carrier. (The carrier is a high pitched whine that will block out your voices.) Once the CD light on the modem (if it exists) lights up, the connection is established and both players should wait a couple of seconds and put their phones down. Now go to "Starting the Two Player Game".

Connecting in Non-Voice Modem Mode

If you or your opponent can't plug a phone into the modem, then you will have to type in the dialing or answer command using the Send Login box. See your modem manual for details on the commands it will accept. Normally, one player would set his modem to auto-answer by clicking on their Send Login box and typing ATS0=1 and pressing <Return>. The other player would then originate the call by clicking on the Send Login box and typing ATD[*phone number*] or ATDP[*phone number*] for pulse dialing. The modems have connected when the CD light on the modem (if it exists) lights up.

Starting the Two Player Game

First decide who will be Evil and who will be Good. If you want to be Evil, click on the button next to "I am Good" and it should change to "I am Evil." Unless you use a saved game, both players will start on the landscape which the Evil player is currently using. Both machines will use the evil players options.

Using a Saved Landscape

If you want to use a saved landscape, then both players must have the same copy of that landscape. If you're playing with two identical computers connected via datalink, just swap the disk from one computer to the other. Put the disk containing the landscape you want to use into a drive and click on the Use This Landscape button. Use the Load Game requester to select the landscape and load it.

If you want to play on equal terrain, create your own map using the Paint Map Mode and use Mirror Landscape to make a symmetrical terrain. You will also have to place any people in symmetrical positions.

Connecting
To connect, both players should click on the Connect Me button on both computers. A requester will show that the computer is trying to connect. CONNECTION MADE will briefly flash on the screen when the machines are connected and the game will start.

About the two player game
Two features are disabled in the two player game : Loading a game and Conquest mode. Messages will be sent to your opponent to let him know if you have changed any of the game options or entered Paint Map mode.

Computer Assistance
If you are inexperienced then you may wish to turn on computer assistance. This allows you to play alongside or just watch the computer player. To do this, click on the Game Setup icon and select Computer v Computer (e.g. Amiga v Amiga).

Changing Sides
If you want to change sides in the middle of a game, you can! by clicking on Good or Evil in the Game Setup screen.

Pausing
Clicking the Pause icon will cause both players' games to pause. This can be annoying to your opponent who will see the game pause but may not notice the Pause icon illuminated.

Communicating with your Opponent
You can send a message to your opponent by clicking on the message icon at any point during the game. This brings up the "Send a Message." requester. Type your message up to a maximum of 20 characters and press <Return>. The game will pause until your opponent reads the message and clicks on OK.

You can also talk to your opponent on the phone after a game has begun. Click on the Game Setup icon and then click on Two Players. This will bring up the Startup Serial requester on both players' machines. Note: we suggest that before doing this you alert the other player by sending a message of "+++ ATH". Both players should put their modems into command mode at this point by typing +++ into the Send Login Box and pressing return. Pick up the phone at this point and both players should type ATH in the Send Login box and press <Return>.
This turns off the modem's carrier so if you have a phone connected to your modem you can talk freely with your opponent. (Note: If your opponent hasn't picked up the phone at this point, the phone connection will be lost.)

To re-establish the link after bringing up this requester, one player must type ATD first andthe other must type ATA into his Send Login box. Now both players should press Connect Me to continue.

Game Over
After somebody wins, you'll see the Game Lost or Game Won information. To continue with the next game, both players should click on NEXT GAME.

Possible Communication Problems
If you're playing in Modem Mode and you get the message "He's Trying To Be Evil/ Good" even after you have tried selecting both the "I am Good" and "I am Evil" options several times, this means your modem has not established a connection to the remote modem and is merely echoing back to the computer whatever selection you have made. You can stop the echoing by typing ATE0 in the Send Login box. To fix the problem, you will have to redial your opponent.

During communication, the program checks the data to see if it has been corrupted. If it is corrupted, the computer will resend the data until it gets through. This can cause the game to pause momentarily. If the game pauses for more than 10 seconds for no apparent reason then both players should press <Shift ESC> to break out and save their games independently. They can then both restart using that saved game. If you only have a low-speed modem, it's possible to increase the speed by switching off this checking altogether. To do this, click on the Full Serial Checking button and it will change to No Serial Checking. Even in this mode the program checks every couple of seconds that the landscapes have not gone out of sync. If they have, you will be informed that there has been an Incompatible Landscape error.
Note: Both players must select the same Serial Checking mode.

It is possible that if the line is lost or there is a serious communication problem the game may freeze. <Shift ESC> will break out of two player mode and put the game into pause so that you may save it.

Messages in Two Player Mode

" Incompatible Landscape Error"
You get this message when the landscape is in anyway different on either machine — this puts the machines out of sync. If this error occurs, the game is paused; each player should save the game. Because these two games are out of sync, one of you should make a copy of your game and give it to the opponent. This way, you can resume the game with the same version — one that's not out of sync.

"Message from Good/Evil"
Wait for your opponent to type the message and press OK after you read the message.

"Other Player has gone Off Line, Now in One Player"

"Other Player has selected Paint Map"
This means that the other player has gone into Paint Mode. You are now also in Paint Mode and are free to alter the landscape .

"Other Player has selected Computer Assistance"
This means the other player has switched on the computer player to assist him.

"Other Player has turned Off Computer Assistance"
This means the other player has switched off the computer player to assist him.

"Other Player has changed His Options"

"Other Player has changed Your Options"

"Other Player has changed Game Options"
The other player has changed the options that affect both of you.

"Other Player has Saved His Game. Do You Want to Save Your Game as well?"
Click on OK to bring up the Save Game requester.

"Other Player has changed Sides"
You will both from this point be playing the other side.

"Startup Serial"
This requester will appear if the other player has selected Two Players from Game Setup.

"Game Lost/Won"
It is also possible to see this requester if your opponent has selected surrender from Game Setup.

There are also two other things which you may do that do not bring up a requester on your opponent's machine:
1. Move to next map.
2. Restart the Game.

Questions and Answers

Q How do I get the Papal Magnet in a building?
A Place the small black and white cross on the bottom corner of the building and click.

Q Why can't I build?
A There are a number of possible reasons: you may not have enough manna, you may have selected "Build near people" and not have a person on the Closeup Map, or you may have the "Cannot build" option switched on.

Q Why do my people die as they walk around?
A Like real people, walkers grow tired from exhaustion and lack of vital supplies; eventually they die. Terrain makes a difference. A grassy and fertile landscape does less damage to a walker than a hostile desert terrain.

Q Why can't I use a divine intervention command like earthquake, volcano, swamp, etc.?
A You may not have enough manna to use the special effect. Check the Manna Bar; you can only use the effects to the left of the arrow marker. Or, the particular option may be turned off for this game.

Q How do I win a game?
A To win a single game you must defeat and kill every single one of the enemy's walkers and settlements.

Q Why does the arrow marker by my Manna Bar go up slowly ? How can I improve it's rate of increase ?
A The more followers you have worshipping you, the larger your manna source. You can increase your manna by increasing your population and increasing the technology level of those people. At first it's a slow process, but as you learn the best strategy for building and populating, you'll do better. Conserve manna by using it wisely. Don't repeatedly raise and lower the same chunk of terrain; it's not getting you anywhere and it's burning up your manna.

Q Why can't I knight somebody?
A To create a knight, you must have a leader *and* enough manna to use the effect.

Q How do I stop my opponent from winning ?
A By winning yourself. A useful technique is to keep the enemy busy long enough

for you to build yourself up. Why not try a triple volcano?

Q **What does the shield do?**
A The shield provides you with details about the various people and buildings. Knowing the location of the enemy's leader is of as much value to you as knowing where your own leader is. The shield also lets you gauge how strong your attack is compared to the defenders. The bars in quadrant 4 of the shield shows the balance of power during battles, the blue (Good) and red (Evil) bars showing relative strength. See "Query" under Command Icons for details.

Q **How do I know how strong someone is?**
A Using the shield will tell you roughly how strong someone is. See "Query" under Command Icons for details.

Q **How do I get a strong leader ?**
A You can increase the strength of your leader by using Go To Papal Magnet mode, placing the Papal Magnet in a friendly castle, and waiting for the leader and his followers to arrive. The people will gather and combine with your leader to make him stronger. The side effect of this is that your lands will not expand as everybody is busy doing this instead of settling.

Q **Why do my lands keep being cleared ?**
A Your lands can be emptied by incorrect use of the Go to Papal Magnet mode. If a situation arises that causes your people to leave their homes, like an earthquake, they then don't resettle since people don't settle in Go to Papal Magnet mode.

Q **Why do several things happen to the land when I just click once?**
A The other player may be working on the land in the same region. You can't tell where the enemy is since you don't ever see the other player's cursor.

Q **What does the Skull do to me?**
A The skull will not affect you in any way. It is the Evil player's Papal Magnet.

Q **How can I get rid of the Skull?**
A The skull only moves if the Evil player moves it or if the Evil player's leader dies or is knighted. You can't do anything to it.

Q **Why does the Ankh jump when my leader dies?**
A The Papal Magnet moves to the point where the leader dies or is knighted. You can't move the Papal Magnet from that spot until a new leader is created.

Q How do I make a new leader ?

A To create a new leader, you must get a walker to touch the Papal Magnet. To do this, use the Go to Papal Magnet mode.

Q How can I tell which swamps belong to which players?

A You can't. You must keep a very close eye on your people and the swamps. You're best off avoiding them.

Q Do I have to play all the worlds in Conquest in one sitting?

A No. You can save games any time. Just write down the last world you've conquered so you can start from the world where you left off.

Q Why can't I lower land ?

A There is an option under the game options that lets you only raise land. There is also a mode that allows no building at all. It is most likely that you have too little or no manna.

Q Why can't I raise land without flags ?

A There are two basic options for building: you can "build near people" which means that you can build when there is at least one of your people on the Closeup Map or you can "build near towns" which means you must have a friendly flag on the Closeup Map to build. You may have the cannot build option on or you may not have enough manna.

Q Why does my castle disappear when I knight my leader ?

A When you create a knight, you take the leader and the building that he is currently in and turn that into the knight.

Q Why should I build castles ?

A Castles have three main things going for them: they produce people faster than any other type of building; they produce more manna than any other building; and they have the highest technology level of any building. The walkers fresh out from castles are the strongest around. The problem with castles is that they take a large area of land to support them and they are so big that they take a long time to fill up to produce one of these tough walkers. Different landscapes have different advantages and disadvantages so the benefits of a castle may not apply on certain landscapes.

Q Do the types of landscape make any difference?

A Yes. Each landscape type affects the way the game plays. You will need different tactics to beat your opponent on different landscapes.

Q How do I remove a swamp?
A To remove a swamp, raise and lower that same point.

Q What do I do to burnt land?
A Raise and lower it so you can build on it again..

Q What effect do the rocks and trees have ?
A Rocks and trees affect the area of land that you can use to support buildings. Some rocks will disappear when you raise and lower them, others will stay until you 'drown' them in the sea (lower the land around them until you hit water, then raise).

Q Why do different sized buildings appear?
A The size of the building depends on the area of land that surrounds it. The more flat, open space, the larger the buildings.

Q What about the area surrounding a house?
A The land that your building is on may interweave with the land your enemy is on. The largest building tends to take crop fields from the smaller building.

Q How do I get people out of their houses ?
A You can get people out of their houses by decreasing the size of the land that surrounds that house (e.g. with a hill). This reduces the size of that house and the number of people that can live in it, therefore turfing a walker.

Q What should I do when I get an incompatible landscape error in Two Player mode ?
A You are more likely to get this error if playing in No Serial Checking mode with a modem.The game will be in pause mode - both players should save the game. Because these two games are out of sync, one of you should make a copy of your game and give it to the opponent or transfer it with a communications program. This way, you can resume the game with the same version — one that's not out of sync or restart from an earlier saved game that you both have.

Q How do I talk to my opponent if playing by modem without exiting the game?
A Let your opponent know what you are doing and select Two Players from the Game Setup options. This will bring up the Startup Serial requester on both players' machines. Both players should put their modems into command mode at this point by typing +++ into the Send Login Box and pressing return. Pick up the phone at this point and both players should type ATH in the Send Login box

and press <Return>.To re-establish the link after bringing up this requester, one player must type ATD and the other must type ATA in the Send Login boxes. You can continue the original game by both players hitting the Connect Me button.

Q How do I restart a saved landscape in two player mode ?

A Enter the Game Setup options and click on Two Players. Clicking on the Use This Landscape button will bring up the Load Game requester then select the saved game. Then hit the Connect Me button to restart that game.

Q Why has the game paused in two player mode?

A Occasionally, the game will freeze for no apparent reason in two player mode. There are five possible reasons why:

1. You've sent a message and your opponent has not clicked on OK.
2. Your opponent has selected Pause Mode (the pause icon will be lit up).
3. Your opponent has selected Game Setup icon.
4. Data is becoming corrupt in Full Serial Checking mode and the computer is attempting to resend it. This could be caused by a bad line.
5. The modem is reset or the carrier is lost due to a bad line.

You can break out of two player mode by pressing <Shift Esc> and this is the best thing to do if the game freezes for no apparent reason for longer than about 10 seconds.

Q I have a low speed modem. Is there any way of increasing the speed of the game?

A In the Startup Serial requester click on the Full Serial Checking and it will change to No Serial Checking. Both players must do this.

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